

FIG. 2

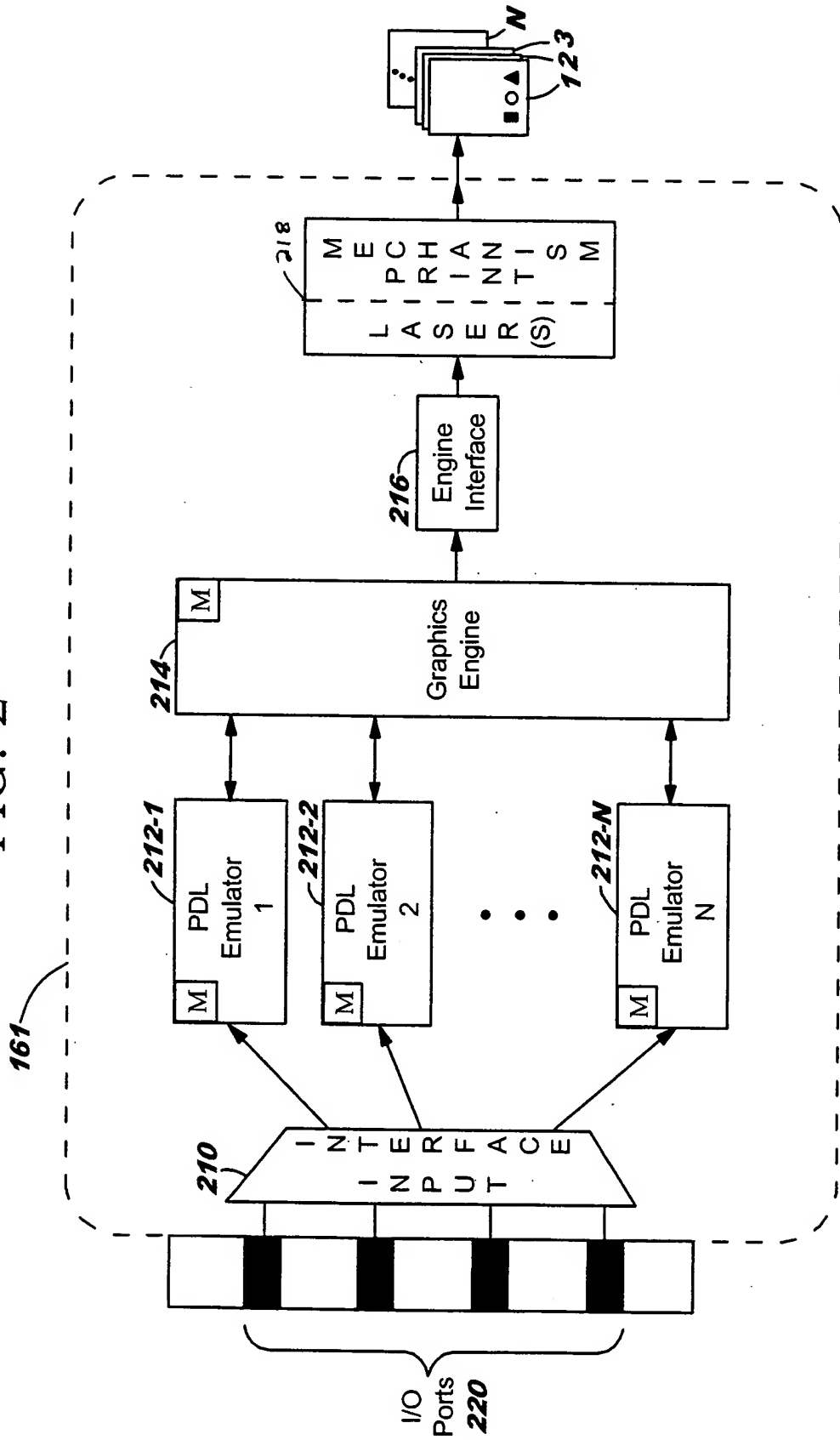


FIG. 3A

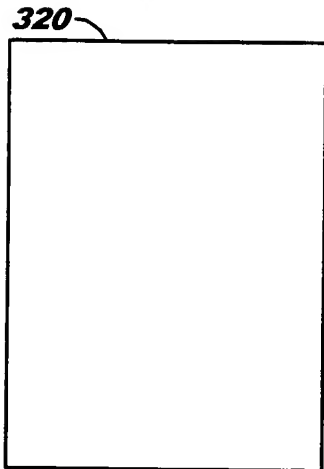


FIG. 3B

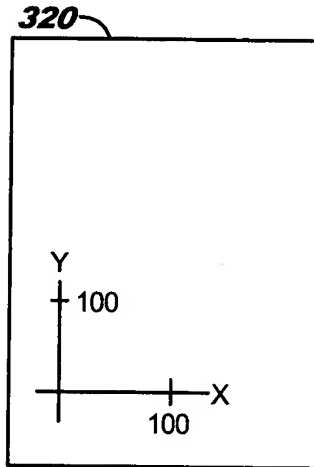


FIG. 3C

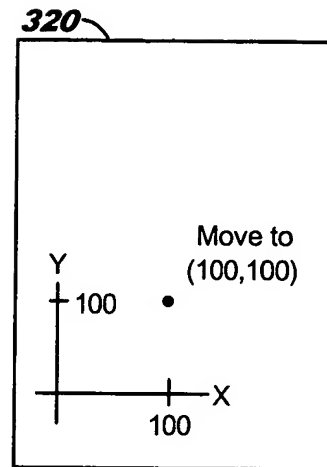


FIG. 3D

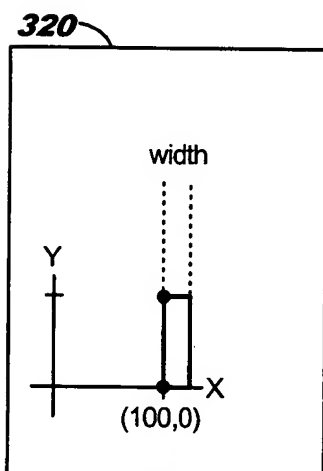


FIG. 3E

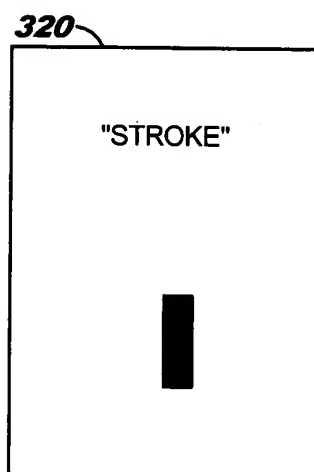


FIG. 3F

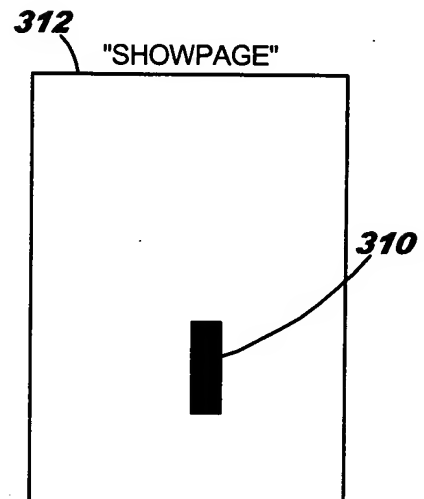


FIG. 4

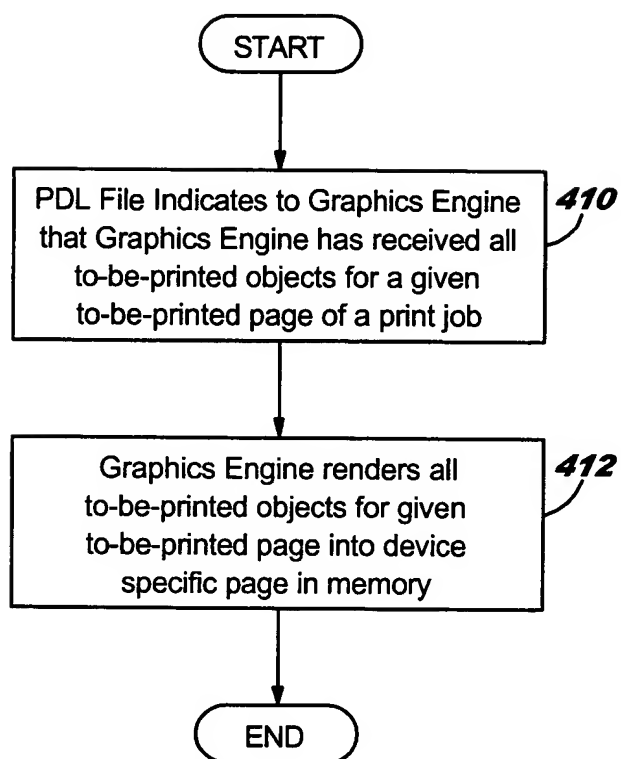


FIG. 5

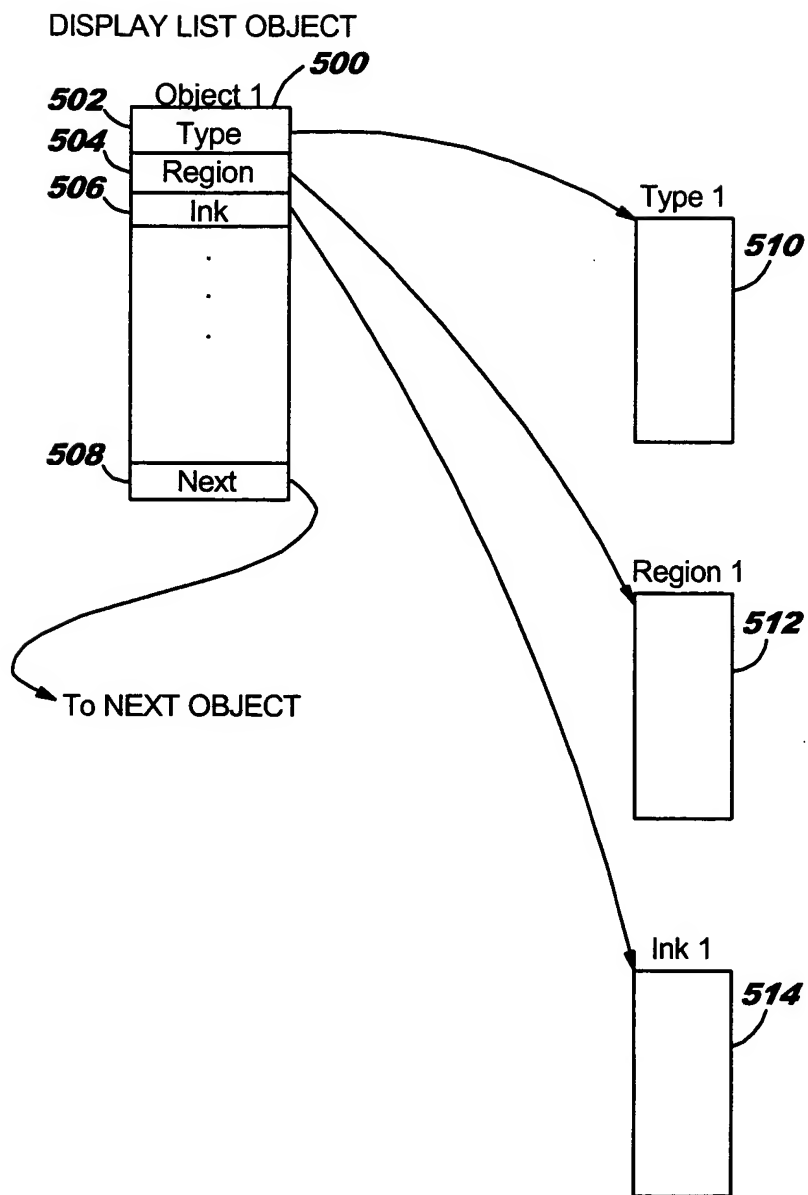


FIG. 6A

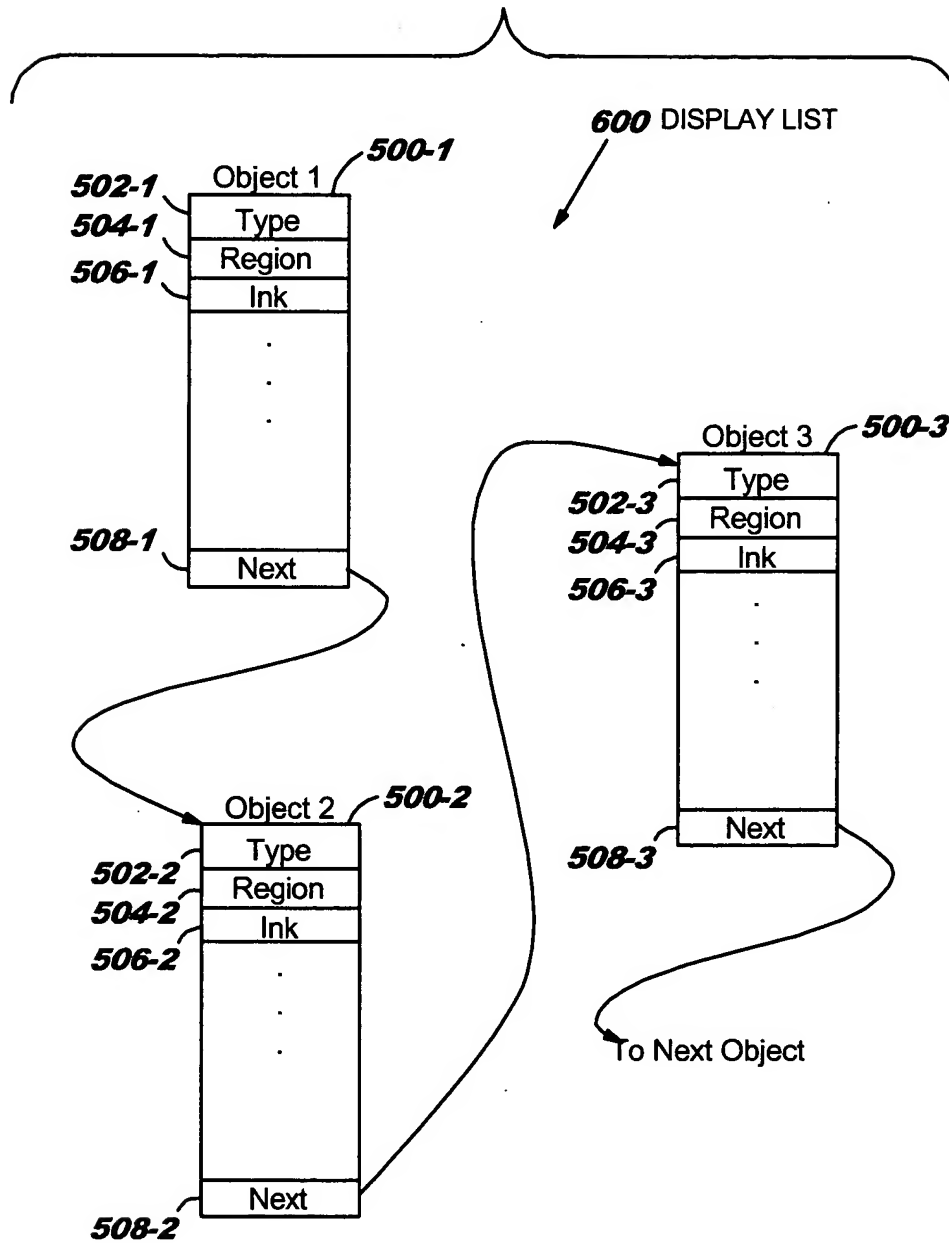


FIG. 6B

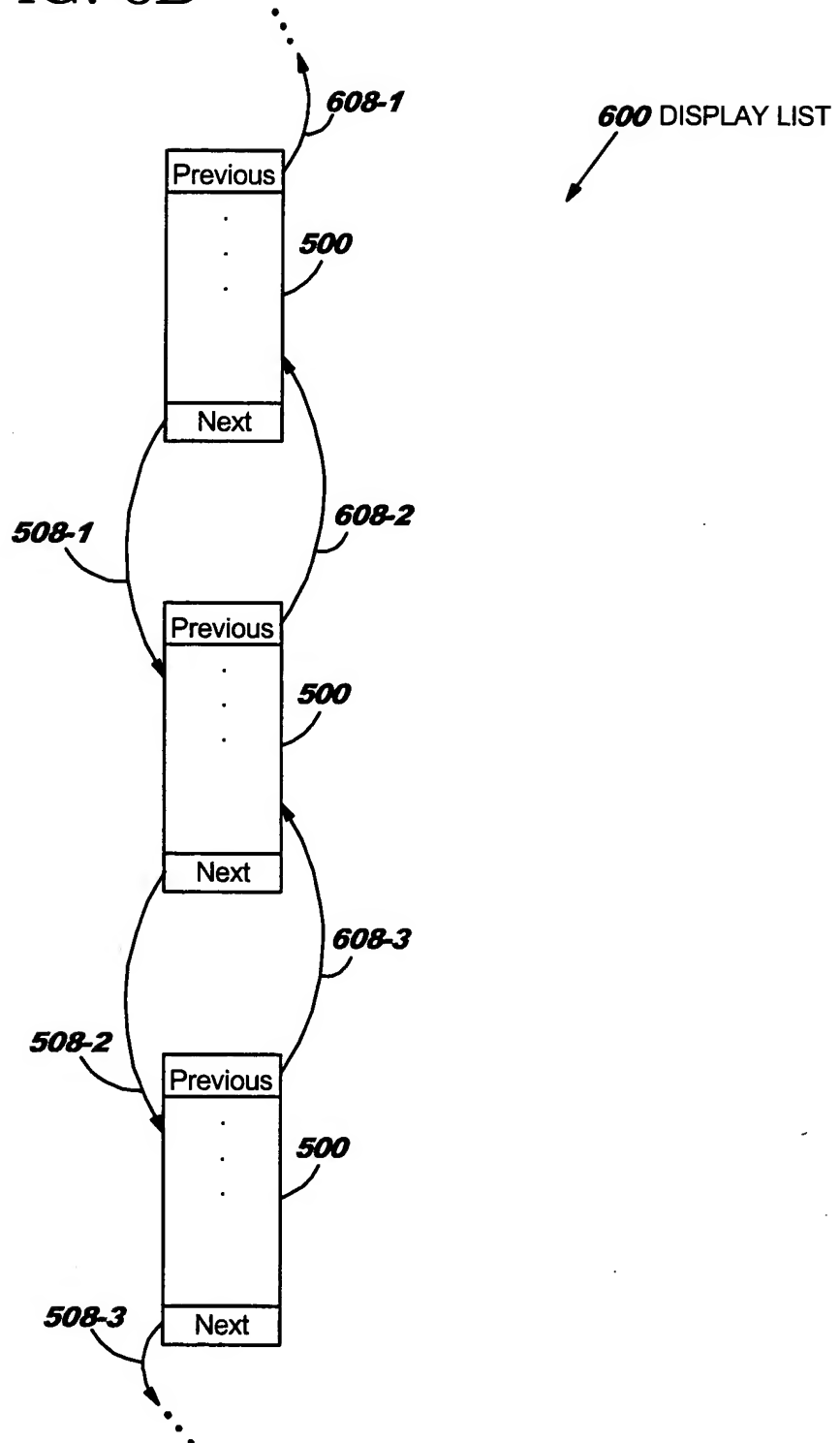


FIG. 7

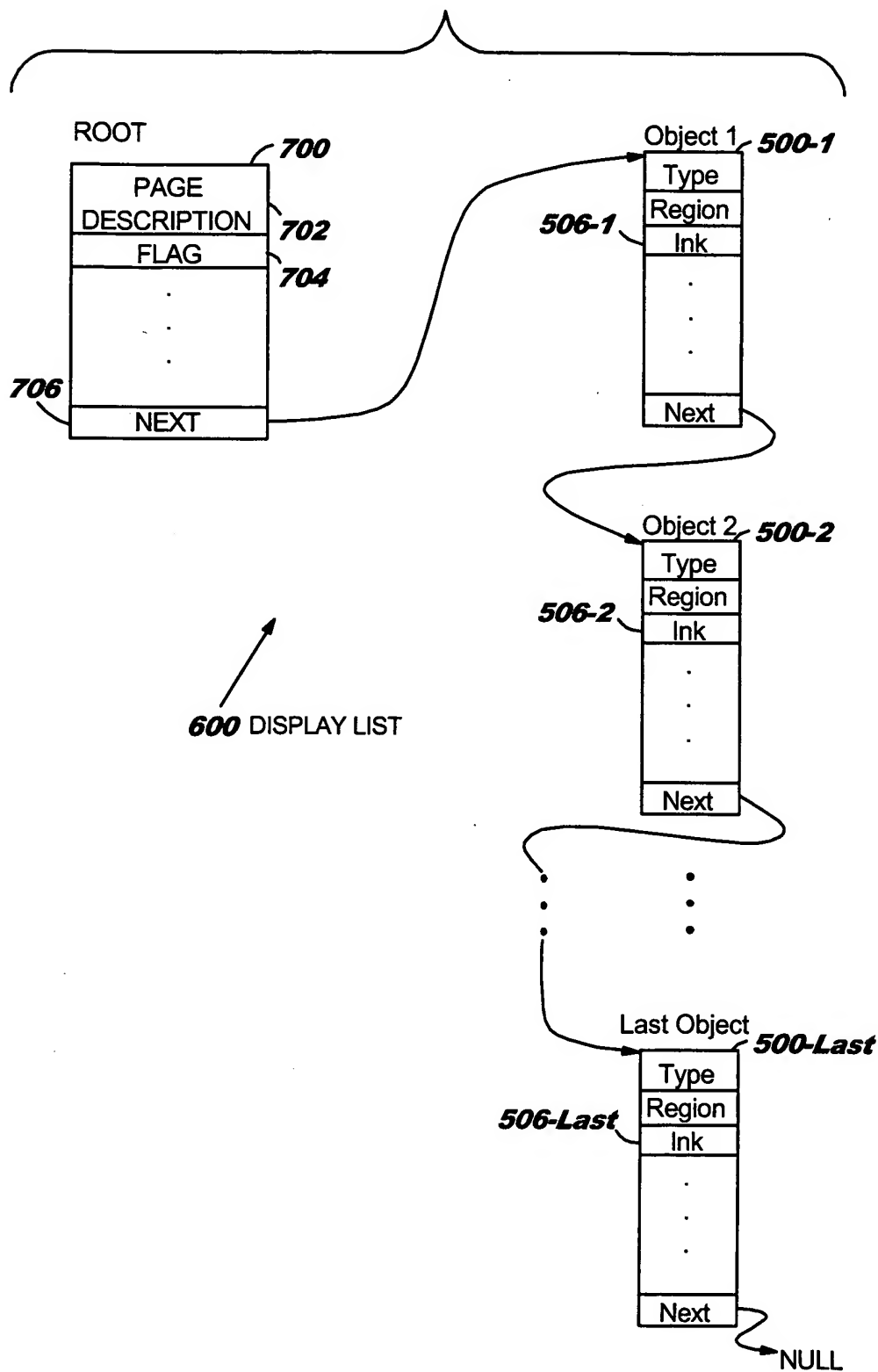


FIG. 8

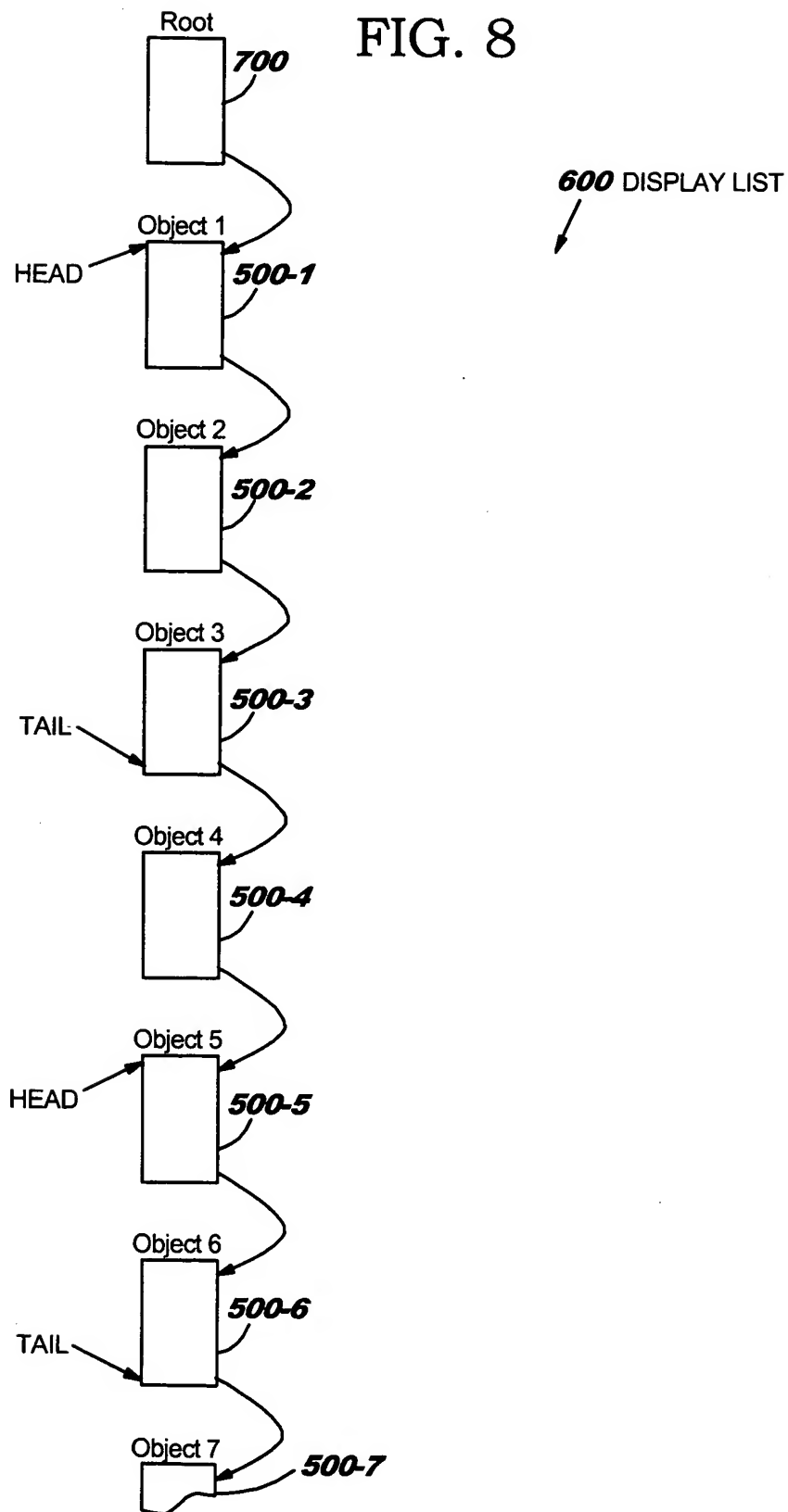


FIG. 9

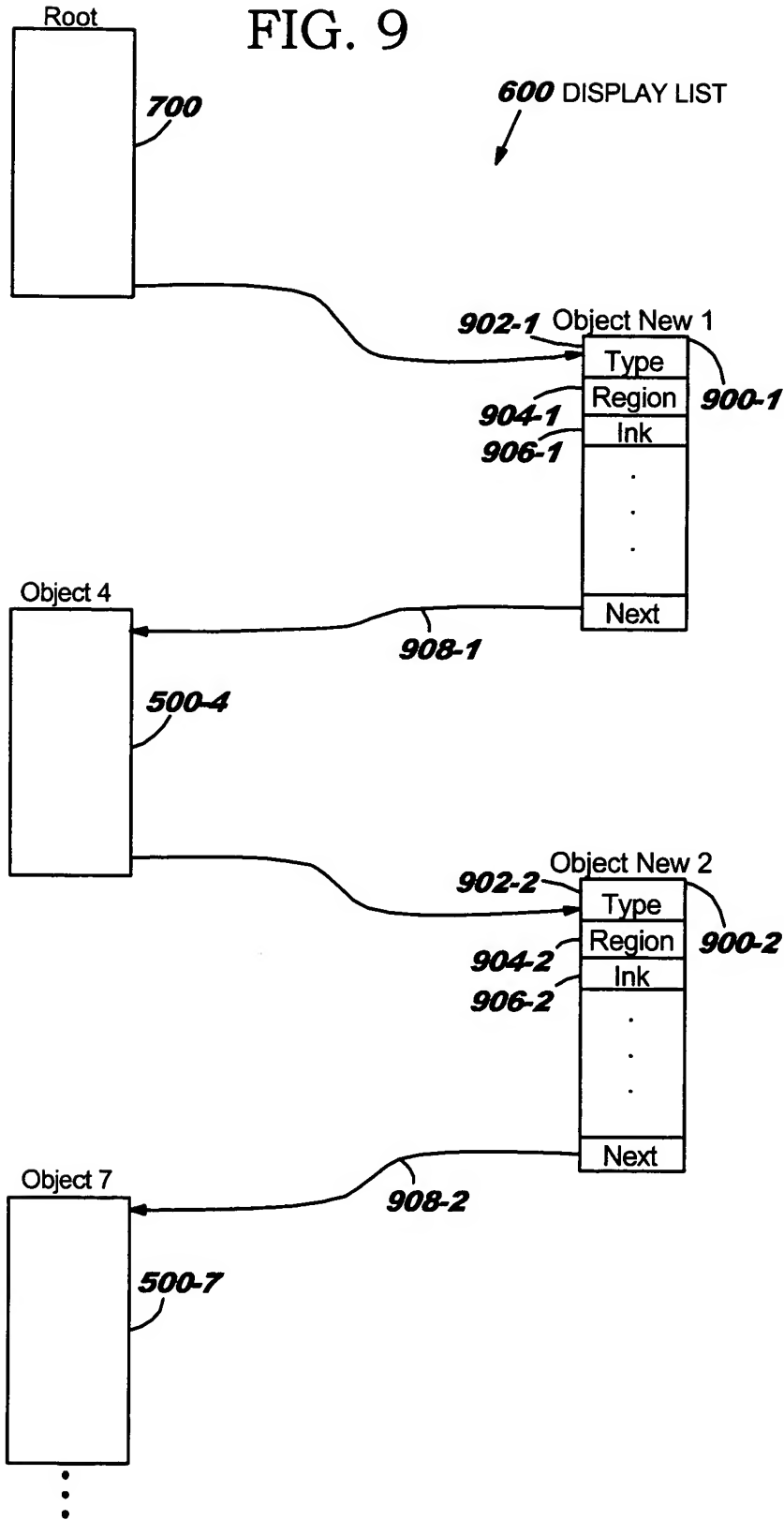


FIG. 10

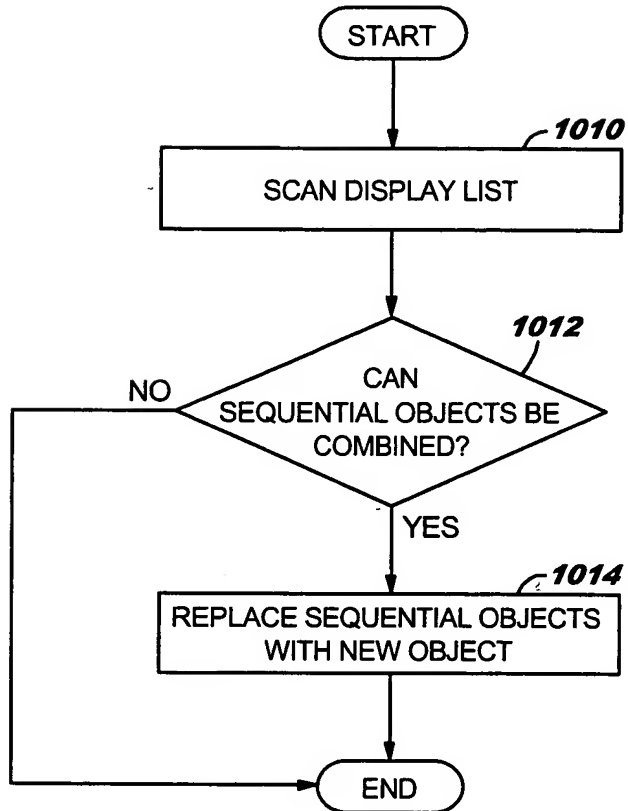


FIG. 11A

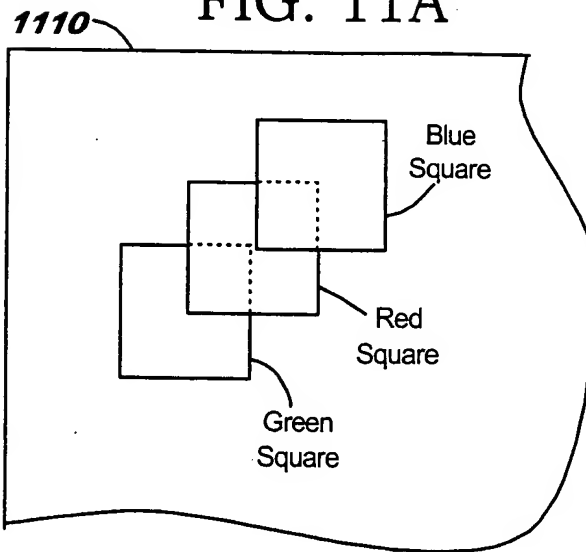


FIG. 11B

Object New

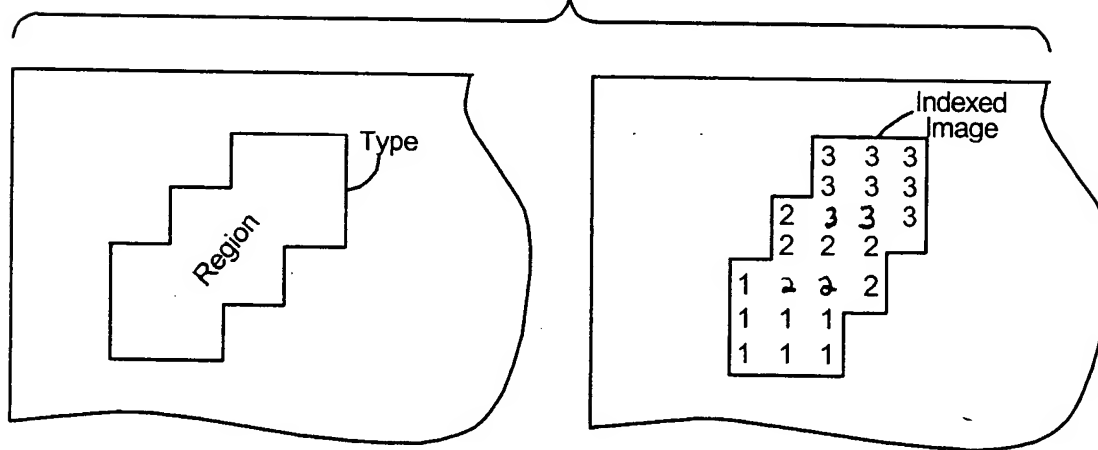


FIG. 11C

LUT

	1	2	3
	r, g, b	r, g, b	r, g, b
	0, 1, 0	1, 0, 0	0, 0, 1

1120-1 1120-2 1120-3

The diagram shows a Look-Up Table (LUT) with three columns indexed 1, 2, and 3. Each column contains an RGB triplet (r, g, b) and a corresponding binary vector. The vectors are labeled 1120-1, 1120-2, and 1120-3 respectively.

FIG. 12A

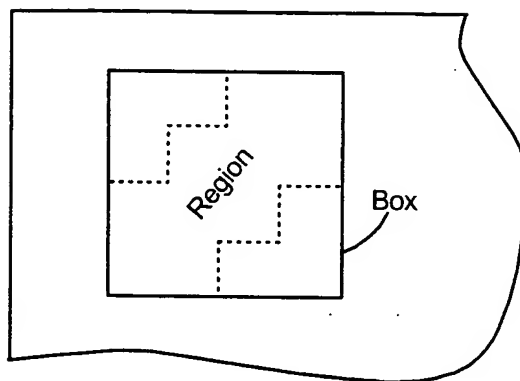


FIG. 12B

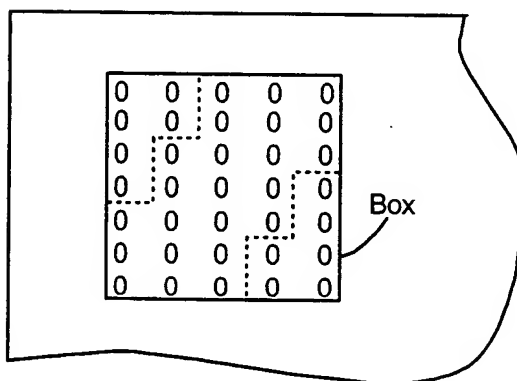


FIG. 12C

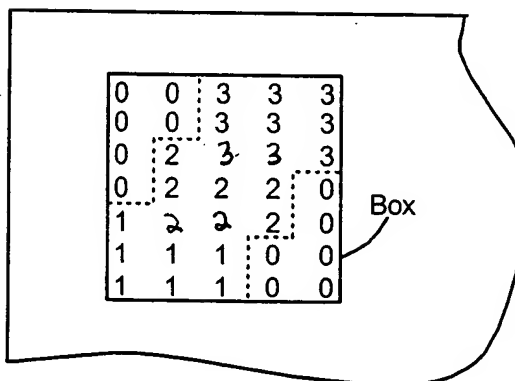


FIG. 13A

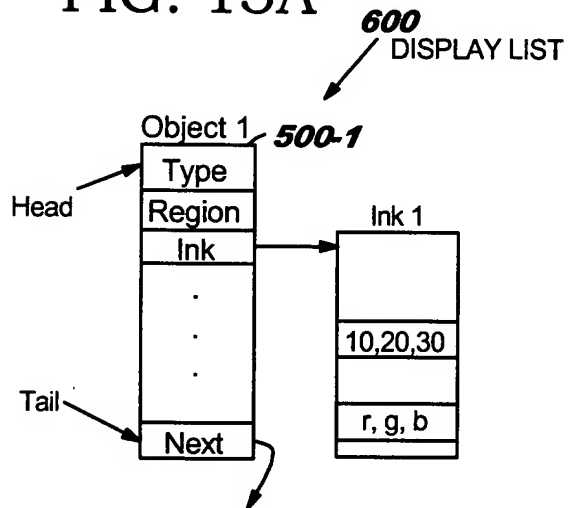


FIG. 13B

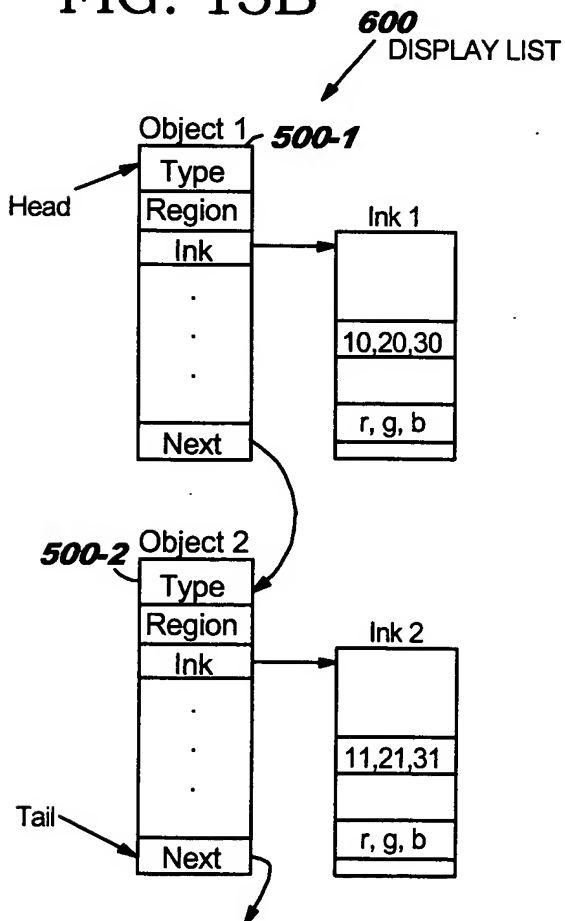


FIG. 13C

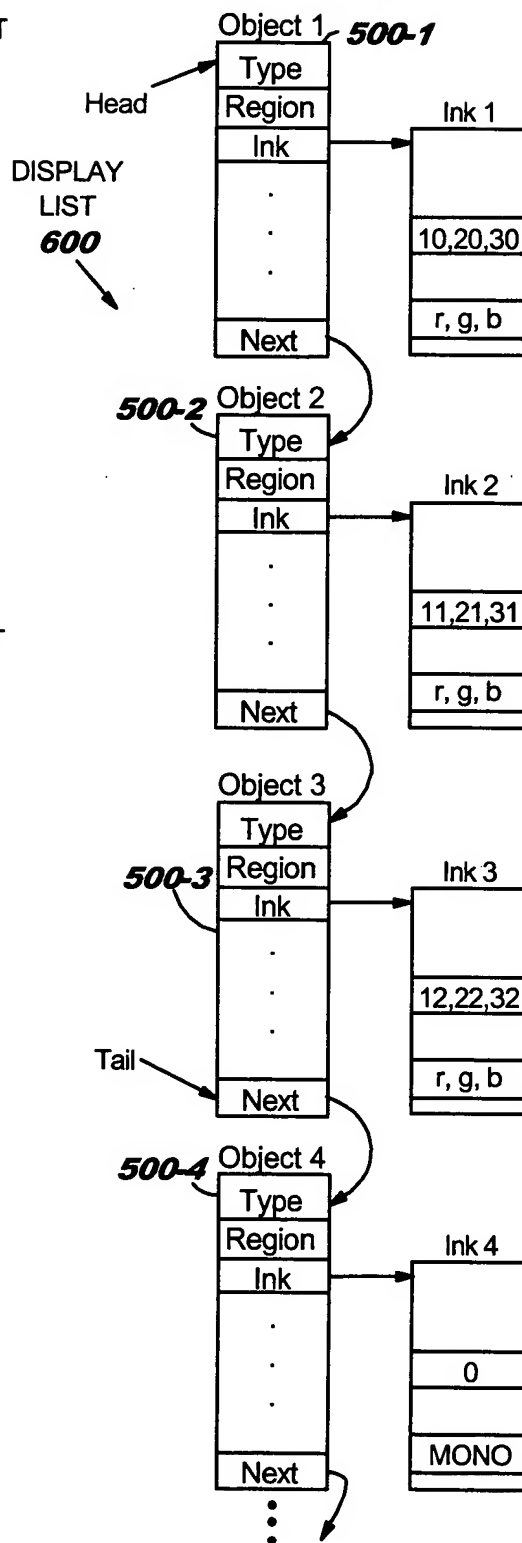


FIG. 14

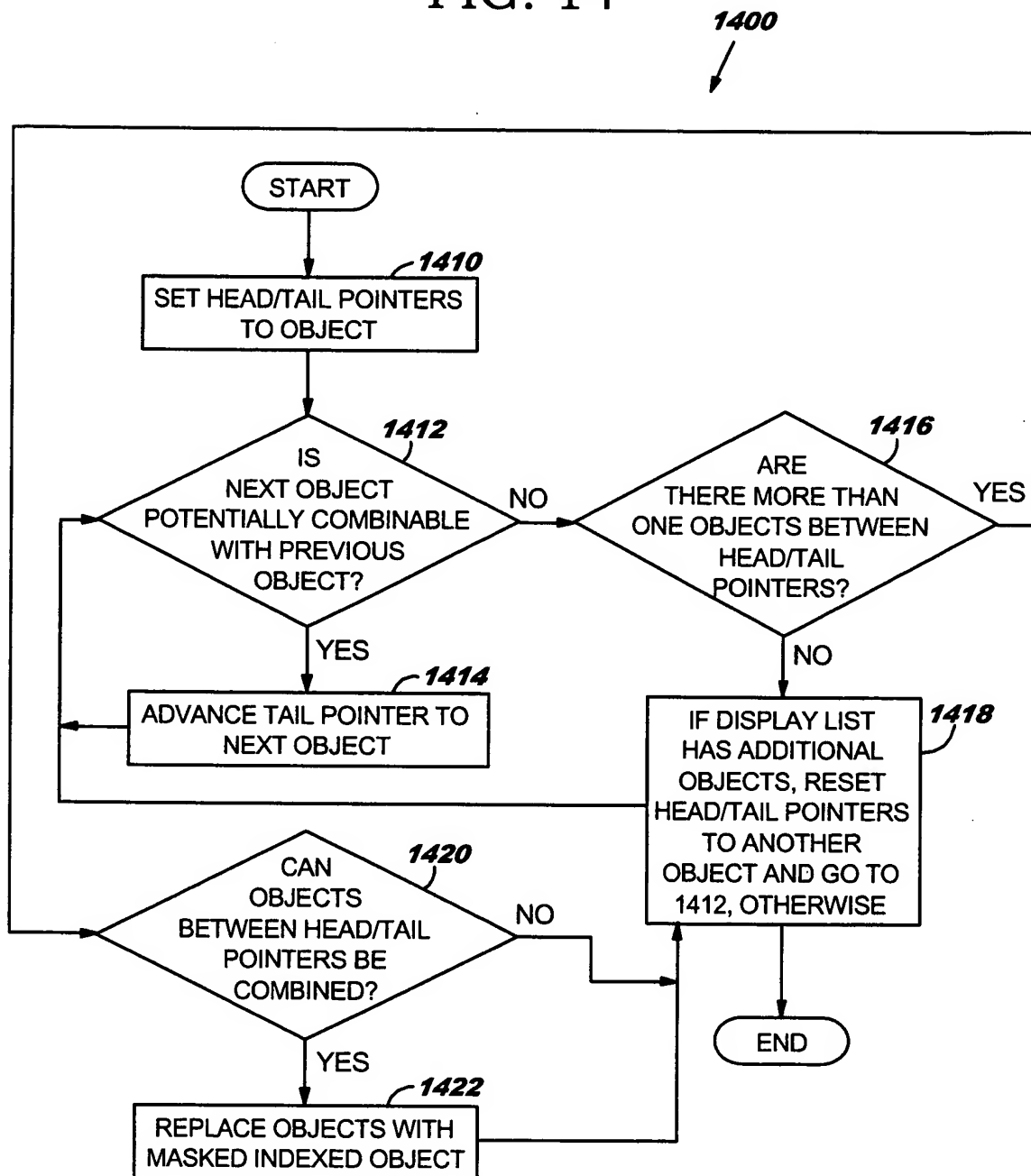


FIG. 15A

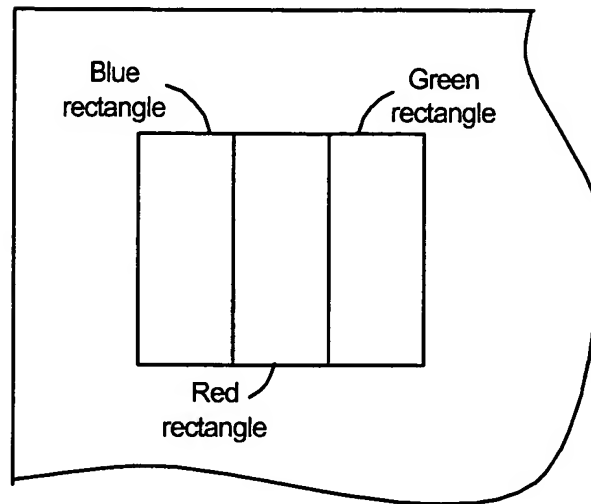


FIG. 15B

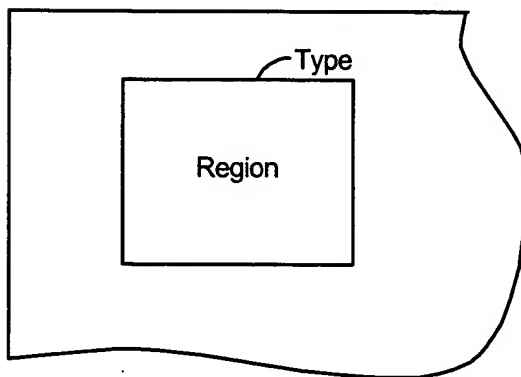


FIG. 15C

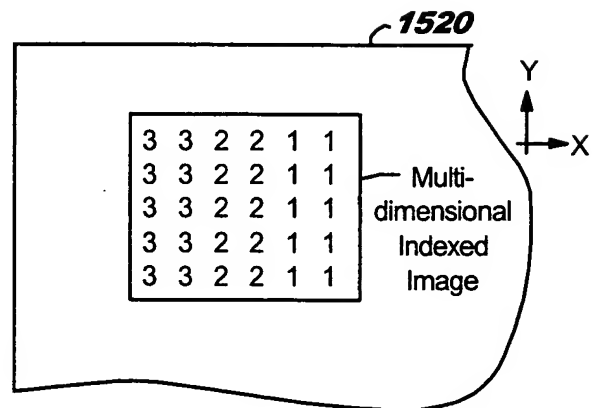


FIG. 15D

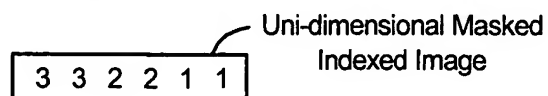


FIG. 15E

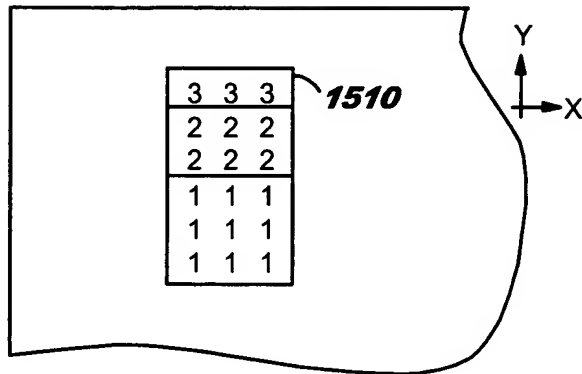


FIG. 15F

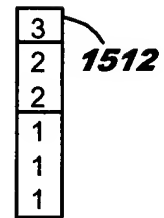


FIG. 15G

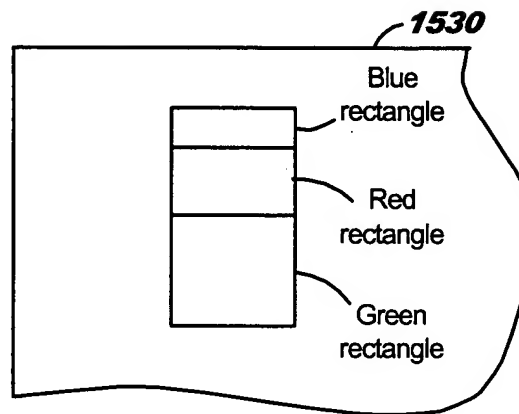


FIG. 16A

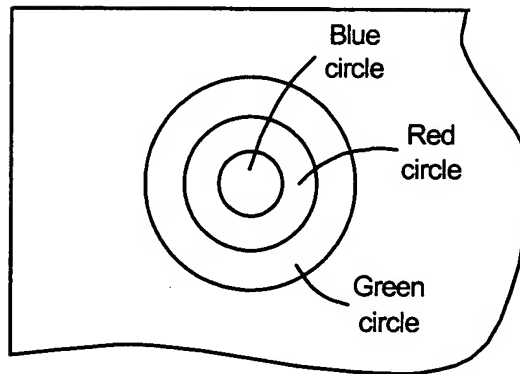


FIG. 16B

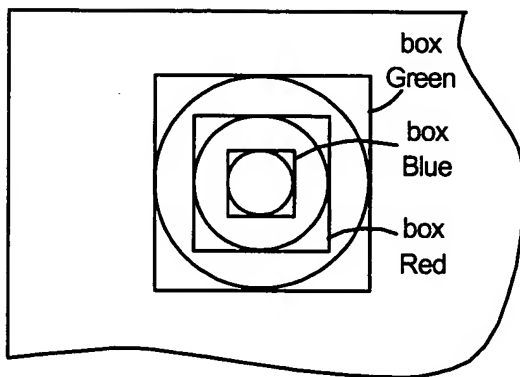


FIG. 16C

box new

0	0	1	1	1	0	0
0	1	1	1	1	1	0
1	1	2	2	2	1	1
1	1	2	3	2	1	1
1	1	2	2	2	1	1
0	1	1	1	1	1	0
0	0	1	1	1	0	0

FIG. 17A

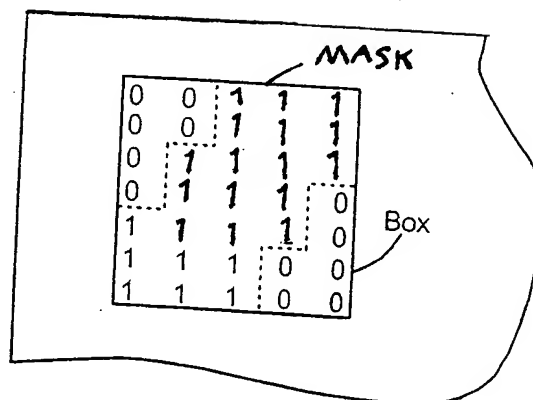
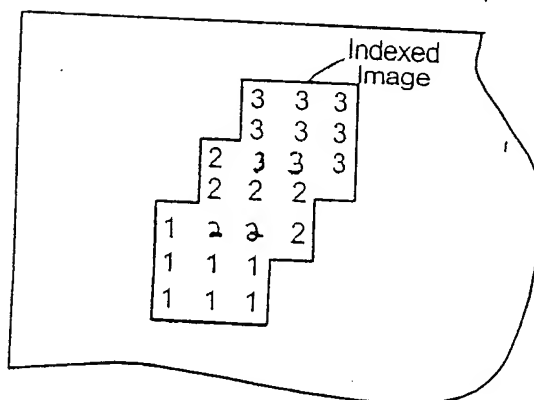
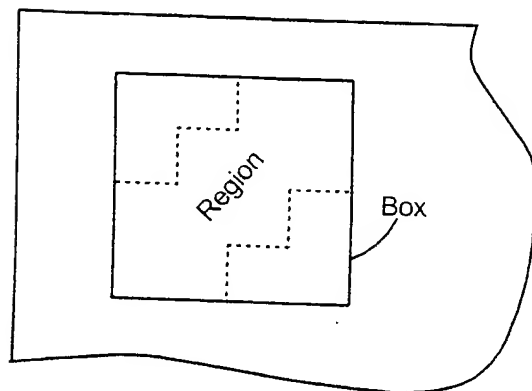


FIG. 17B